PALCOM™
SOFTWARE

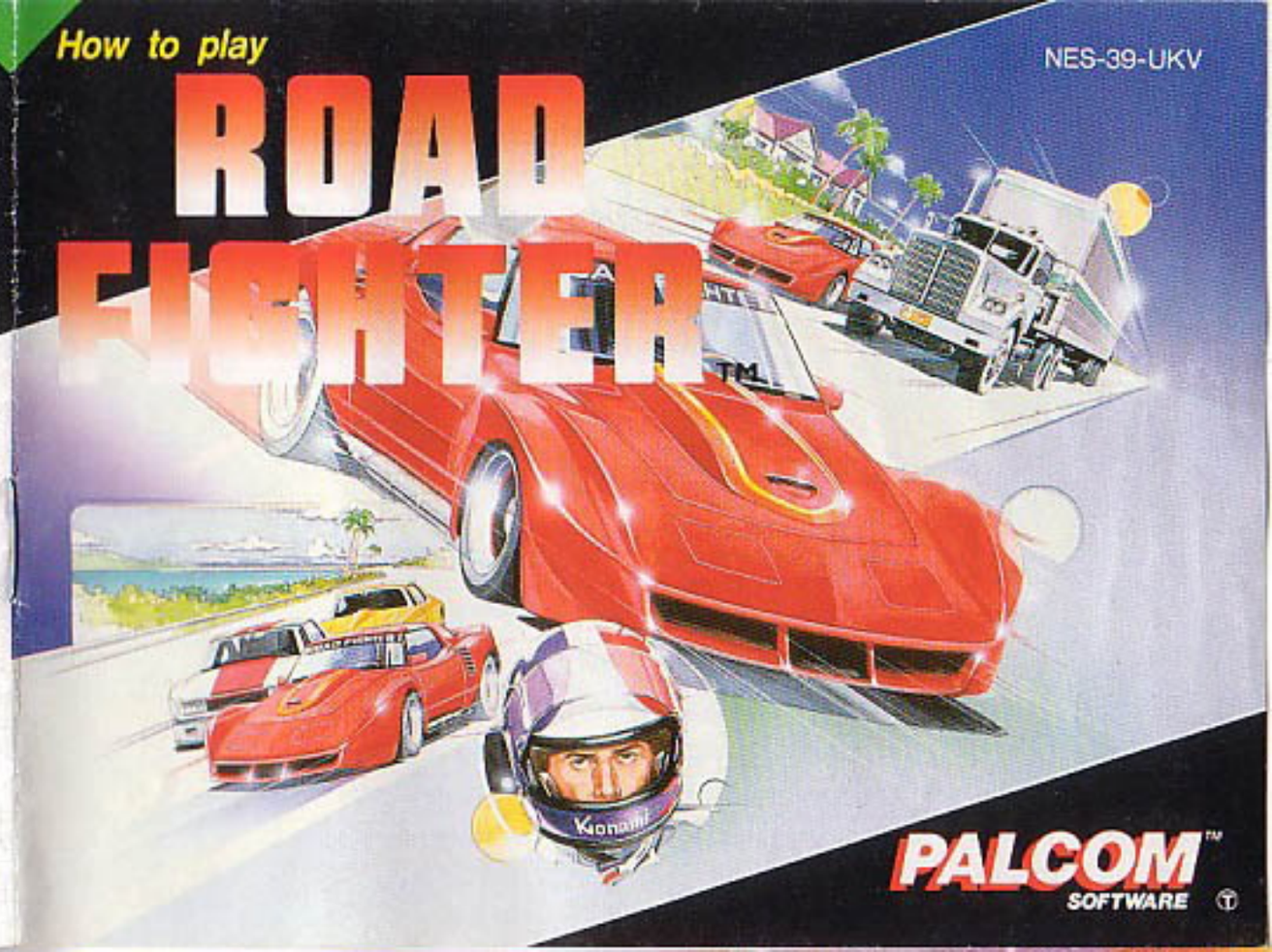
Road fighter™ is a trademark of a Konami Co.,Ltd.
©1991 KONAMI

Printed in Japan

How to play

ROAD FIGHTER

NES-39-UKV



PALCOM™
SOFTWARE ®

PALCOM™ SOFTWARE

This seal is your assurance that Nintendo® has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System.™

This game is licensed by Nintendo® for play on the Nintendo ENTERTAINMENT SYSTEM™

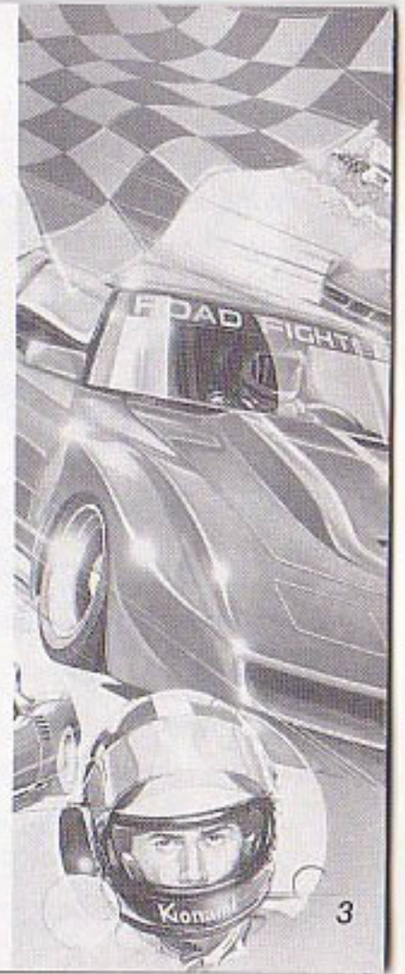
Nintendo and Nintendo Entertainment System are trademarks of Nintendo.

Gentlemen, start your engines!

The race of your life is about to begin. Race at ultra-high speeds in the 400 kph range as you outrace enemy cars. Speed clear out of town, over a long bridge, and along a coastal highway. Watch the hairpin curves on the mountain section. Evade the enemy cars blocking your way to the finish line.

Table of contents

How to Play 4
Operating Instructions 6
Screen Breakdown 7
Course Introduction 8
Character Introduction 9



How to play

Selection of Game Level

At the title screen, press the START button. The game level selection screen will then appear.

LEVEL 1·····for beginnes

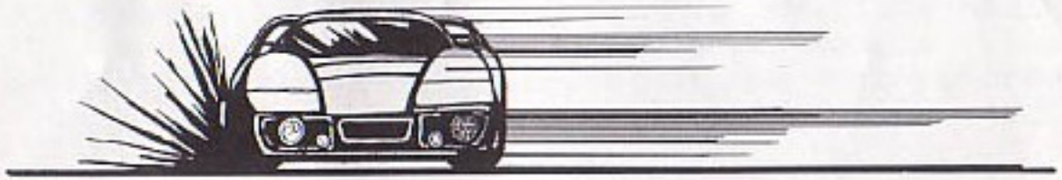
LEVEL 2·····for experts

Choose "LEVEL 1" or "LEVEL 2" using the SELECT button, and press the START button to begin play.

Game Play

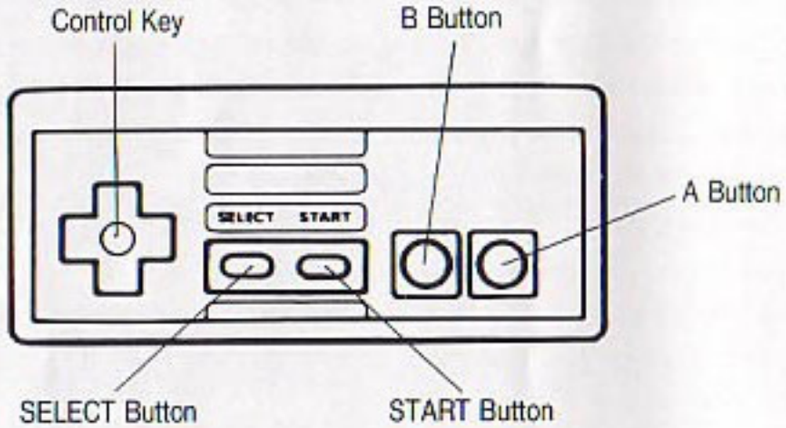
- By using the + left/right keys, the player turns the steering wheel to avoid enemy cars and obstacles, and head for the goal.
- There are a total of 4 courses. When the check-in point (goal) is reached in a course, the player advances to the next course.
- LOW gear should be used at the start, and when a speed of 222 kph is reached, the player should shift into HI gear. In LOW gear the maximum speed is 222 kph.

- IF you collide with an enemy car or hit an oil slick on the track, your car will go into a spin. As soon as this occurs, you must cut the handle in the opposite direction to compensate. (When your car is skidding to the left, turn to the right and vice versa.)
- If the player's car crashes into the guardrail, it will explode, and the player is out. You can continue to play even after you are out, but if you cannot reach the check-in point or the finish line before your fuel runs out, the game is over.
  You lose fuel during the race if you incur damage, and almost all if it you become out, but your fuel supply is replenished if you pick up a bonus car.
- For every enemy car you evade, you get 50 points. When you reach the check-in point or the finish line, leftover fuel is added up as special points. Every bonus car is worth 1000 points, and your fuel supply is replenished.
- HI-SCORE does not get erased even by pressing the reset button.



Operating Instruction

Names of Controller Parts and their Functions



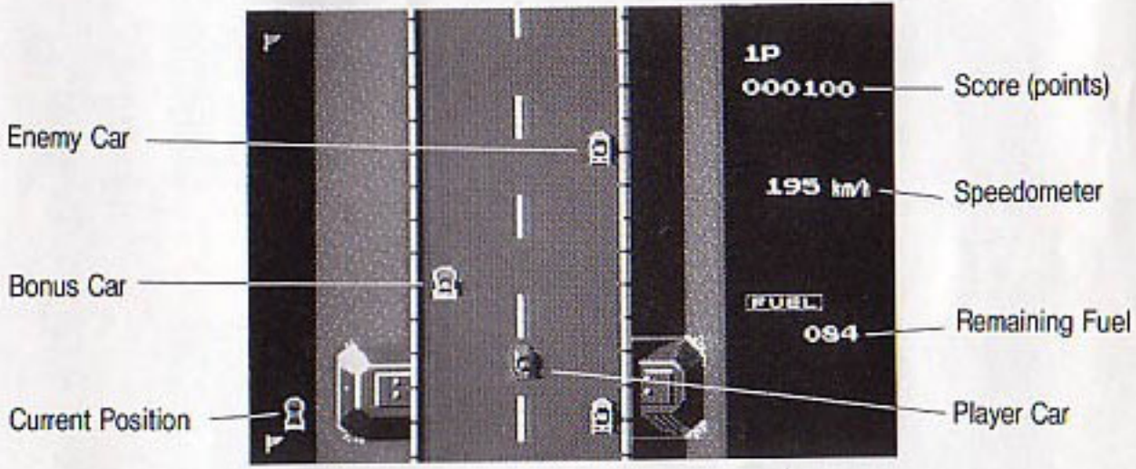
Control Key: Operation of steering wheel. The wheel turns left or right in the direction of key pressed. Up/down keys not in use.

A and B Buttons: Used to change gears. A for HI gear and B FOR LOW gear. Hold down to accelerate, let go to decelerate.

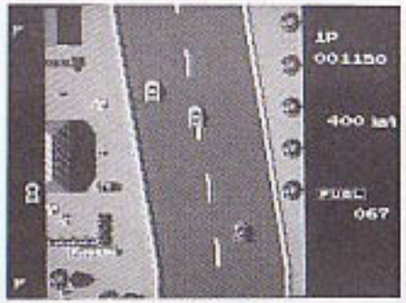
START Button: Press to begin game. During play, press to pause game. Press again to resume.

SELECT Button: Use to select game level.

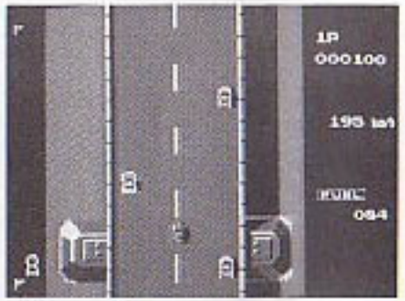
Screen Breakdown



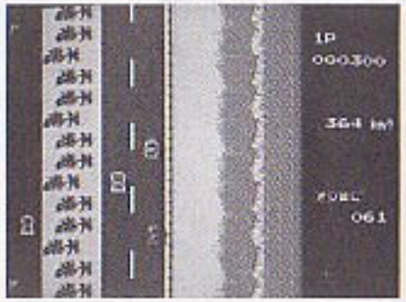
Course Introduction



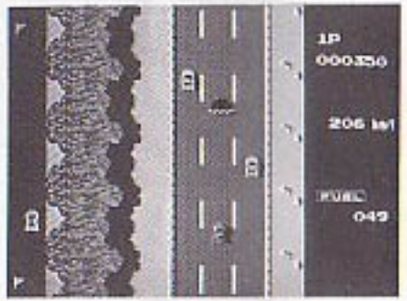
Course 1 (Starting line)
Residential Area



Course 2
Bridge

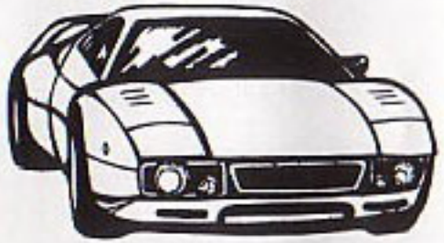


Course 3
Coastline Highway



Course 4 (Finish line)
Mountain Road

Character Introduction



Player Car
You drive this car as you race toward victory!

Bonus Car
Get this to replenish your fuel supply

Enemy Car
Your rival. You must read its moves and evade it.

Large Tractor-trailer
Watch out for this road obstacle!

Treat Your Palcom Game Carefully

- This Palcom Game Pak is a precision-crafted device with complex electronic circuitry. Avoid subjecting it to undue shock or extremes of temperature. Never attempt to open or dismantle the Game Pak.
- Do not touch the terminal leads or allow them to come into contact with water or the game circuitry will be damaged.
- Always make sure your NES Control Deck is SWITCHED OFF when inserting the Game Pak or removing it from the NES Control Deck.
- Never insert your fingers or any metal objects into the terminal portion of the expansion connector. This can result in malfunction or damage.

90-DAY LIMITED WARRANTY
Nintendo Entertainment System GAME PAKS

BANDAI UK LTD. («BANDAI») warrants to the original consumer purchaser that the Nintendo Game Pak («PAK») shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day limited warranty period, BANDAI will repair or replace the defective Pak, at its option, free of charge.

To receive this warranty service, return the Pak postage prepaid, insured, and with proof of the date of purchase to:

BANDAI UK LTD. P.O. BOX 104 Fareham, Hants
PO16 8UR ENGLAND

Paks returned without proof of the date of purchase or after the 90-day limited warranty period will, at the option of BANDAI, be repaired at the service charge then in effect for out-of-warranty repair. Call (0329) 822662 for the amount of this charge. Payments must be made by cheque or money order, payable to BANDAI UK LTD.

This warranty shall not apply if the Pak has been damaged by negligence, accident, abuse or modification subsequent to purchase.

⚠ WARNING ⚠

DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System™ ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

Y A 11221